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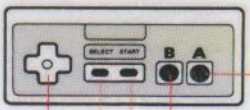
Dragon Scroll Users Guide

THE RESURRECTION OF THE DEMON DRAGON

It was an age of magic, in which there existed two factions: Black Mages, who worshipped the three-headed Chrome Dragon, and White Mages, who worshipped the glimmering Gold Dragon. Their conflicts over territory and ideals brought about countless wars. The God Narume knew he must stop the fighting, so he put the Chrome Dragon to sleep in the mountains, and the Gold Dragon to sleep in the desert. He then took magic away from the mages, sealing up the eight Magic Books and hiding them in the sacred desert tower.

Hundreds of years passed after Narume erased magic from the world. The people lived in peace, and villages and towns prospered. However, there were also those who would do wrong to gain wealth. Enter the three greedy thieves: Safra, Kakai, and Unasu. One day, as they were being chased down for some evil deed, they became lost in the desert. After walking and walking, they stumbled upon the sacred tower and discovered the hidden Magic Books. Thinking they could sell them for a pretty penny, the three split the books amongst themselves and each went his own way. With the Magic Books gone, the Chrome Dragon awoke from its eternal slumber, determined to plunge the world into a second age of dark sorcery. So Narume infused the Gold Dragon with the spirit of justice, summoning him forth in the form of a hero named 'Feram'. And so, it is up to Feram to collect the Magic Books and return the Chrome Dragon to its slumber. This is where you take control of Feram. You will aquire magic, solve riddles,and go on an adventure. Will you, as Feram, develop the spirit of justice bestowed upon you by the God Narume?

CONTROLS



A BUTTON
- ATTACK

B BUTTON
- USE MAGIC

CONTROL PAD
- Walk

SELECT
- MENU

START
- N/A

EQUIPMENT

Magician's Staff: The default weapon. It fires magical energy waves at enemies a short distance away. It can fire quickly.
Flame Staff: It shoots flames at enemies. It has a longer range, but is slower to fire. You must reach Level 5 to use it.
Madan Staff: Shoot bullets of evil energy. As you may have guessed it is the most powerful, but it fires at the slowest rate. You must reach Level 8 to use it.
Silver Ring: Holding this will allow you to move faster.
Gold Ring: Holding this will reduce the damage you take.

Users Guide Continued...

ITEMS

Crystal Ball: You will be able to see a minimap of the world (press A on the item/magic menu) and a hint to the three thieves' whereabouts (press A on the minimap).
Tounges Liquid: You will be able to understand the people of Requi and Maten.
Magic Key: Opens locked doors.
Reverse Grass: Prevents your directions from being reversed when hit by certain enemies' projectiles.
Nire Branch: Can create a bridge over Kaos Lake.
Dragon Scale: Needed to battle the final boss.

MAGIC

Rain Bell: Creates a thunderstorm. Reveals secrets in a few places. Uses 10 MP. You cannot use other magic during the storm.
Dark Bell: Creates darkness, confuses some enemmies. Uses 15 MP.
Stillness Bell: Temporarily freezes enemies. Uses 80 MP.
Yunke Fruit: Shoot at certain objects to obtain items or information. Uses 5 MP per shot.
Necklace: You will become temporarily invincible. Uses 60 MP.
Hades Bell: I don't know what it does, but it doesn't use any MP.

EXPERIENCE CHART

NOTE: Gaining a level always refills your Life.
You may want to make strategic use of that.
Dying will send you back to the entrance of the current region, but your MP will become 50% full.

Level	EXP	Effect
2	50	None.
3	200	MP recovered, maximum MP increased.
4	400	Maximum Life increased one block.
5	650	MP recovered, Flame Staff becomes usable.
6	950	Maximum MP increased.
7	1300	MP recovered, maximum Life increased one block.
8	1700	Attack power increased, Madan Staff becomes usable.
9	2200	MP recovered, maximum MP increased.
10	2800	Maximum life increased one block.
11	3500	MP recovered, staff attack power increased.
12	4300	Maximum MP increased.
13	5300	MP recovered, maximum Life increased one block.
14	6700	Attack power increased.
15	7500	MP recoverd, maximum MP increased.

So, to summarize:
Maximum life increased every third level-up.
MP recovered every second level-up.
Maximum MP increased reaching levels that are multiples of 3.